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EDUCATION

NORTHEASTERN UNIVERSITY, Khoury College of Computer Sciences　　　　　　　　　**Boston, MA**
Computer Science　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　**Expected May 2023**
- GPA: 3.6 / 4.0; minor in game design, concentration in human-centered computing
- Related Courses: Fundamentals of Computer Science 1 and 2, Object-Oriented Design, Algorithms and Data, Computer Systems, Principles of Information Science, Foundations of Data Science, Theory of Computation, Web Development
- Activities: oSTEM, DIY club (treasurer), Honors Events Council, NU Hacks

COMPUTER SKILLS

- Languages: Java, Python, HTML/CSS/JavaScript (React, Node.js), C#, SQL
- Software: IntelliJ, Git/GitHub, VSCode, Microsoft Office (Word, PowerPoint, Excel), AWS (Lambda, CodePipeline, CloudFront, EC2, SQS, DynamoDB, CloudWatch), Jira, Docker

EXPERIENCE

WOOD MACKENZIE SUPPLY CHAIN　　　　　　　　　　　　　　　　　　　　　　　**Boston, MA**
Software Engineering Co-Op　　　　　　　　　　　　　　　　　　　　　　　　　　**July 2022 - Present**
- Implemented UI enhancements for the Advanced Spend Analytics Platform, an internal tool used to categorize client spending

PHAST DIAGNOSTICS　　　　　　　　　　　　　　　　　　　　　　　　　　　**Cambridge, MA**
Software Engineering Intern　　　　　　　　　　　　　　　　　　　　　　　**July 2021 - December 2021**
- Upgraded the website authentication system to use a Lambda@Edge to verify user access via a table of randomly generated authentication tokens, allowing the website to be ported to the new Google authentication API
- Created an AWS lambda by porting the data team's Julia code to Python; the lambda runs on upload and monitors strain viability
- Set up a new experimental run type for the Swiss National Center of Competence in Research, including a webpage to create experiment plans and GUI controls
- Set up search of data by hashtag, including code in both the C# GUI and the JavaScript webpage to vet newly created hashtags to mitigate typos, making it easier for the data science and biology teams to categorize and search for previous experiments

PROJECTS

STITCHER'S CORNER　　　　　　　　　　　　　　　　　　　　　　　　　　　　**Boston, MA**
Web Development Project　　　　　　　　　　　　　　　　　　　　　　　　**April 2022 - May 2022**
- Built a prototype for a cross-stitch website to allow users to post, edit, view, and bookmark cross-stitch patterns. The website also allows users to search for cross-stitch related books and materials via the Google Books API
- Utilized React for the front-end and Node.js for the back-end, as well as MongoDB to store data about user activity
- Utilized Axios and Cors to execute back-end HTTP requests to fetch, add, and delete the website's data and allow users to log in

RALSEIBOARD　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　**Boston, MA**
Personal Project　　　　　　　　　　　　　　　　　　　　　　　　　　**October 2021 - Present**
- Built a Discord bot written in Node.js to track user activity by channel, day, and time in a SQL database
- Responds to slash commands in real time, running in a moderately active Discord server with over 40 users, and will soon include a JavaScript-based dashboard to allow users to view breakdowns of server activity

MINESWEEPER　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　**Boston, MA**
Fundamentals of Computer Science II Project　　　　　　　　　　　　　**March 2020 - March 2020**
- Designed and developed a full Minesweeper game in Java using structures and Java's ImpWorld library, working with a partner. Implemented random generation of games, flood fill, and end-of-game signaling, allowing a user to play a full Minesweeper game

INTERESTS

Video games, traveling, needlework, baking, Spanish, Russian